

A FORK IN THE TALE™

User Manual

Any River
ENTERTAINMENT

“

Everything here
happens for a reason.

”

Castle Architect,
A Fork in the Tale

A Fork in the Tale User Manual

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INTRODUCTION

You've just stumbled onto something very big. What started out as a simple trip to the store has left you wounded, confused, and washed ashore on the mysterious island of Eseveron. But this is no ordinary island. This is a parallel universe.

To find your way home, you must unravel the centuries old mystery of Eseveron. Of course it won't be easy since most of the inhabitants of this strange and seductive land want you dead. Think fast. Move faster. And remember, everything here happens for a reason.

GETTING STARTED

System Requirements

Minimum Configuration:

- Pentium Processor
- Windows® 95
- 8 MB RAM
- 1 MB Video Card
- Windows® 95 compatible sound card
- 2X CD-ROM Drive
- 35 MB free hard disk space

Recommended for optimum performance:

- 90 MHz Pentium Processor
- 16 MB RAM
- 1 MB DirectX compatible video card
- 4X CD-ROM Drive

Installation

A Fork in the Tale is a Windows® 95 product. It will not run in DOS or any other version of Windows 3.X. After installation, it is highly recommended that you consult the README.TXT file installed in your *A Fork in the Tale* directory. It may contain important information on updates or revisions that are not covered in this manual.

To install A Fork in the Tale on your system:

1. Start Windows® 95.
2. Insert the *A Fork in the Tale* Disc 5 into your CD-ROM drive.
3. Select the Install button and follow the on-screen installation instructions.

If for any reason the installation screen does not appear automatically, you will need to run the Setup program, which is located on Disc 5. To do this:

1. Double click on My Computer.
2. Double click on the icon for your CD-ROM drive (i.e., D) represented by a shield symbol.
3. Double click on setup.exe.
4. Click on the Install button.
5. Follow the on-screen instructions.

PLAYING THE GAME

A Fork in the Tale is a new kind of interactive experience. It's like a graphic adventure in that there is a goal. In this game, you must unravel the mystery of Eseveron by solving puzzles. But unlike most graphic adventures, you must react quickly to succeed. Your actions will be made by clicking the mouse on Icons (graphical images) superimposed on the video. The Icons represent choices like "Turn Left," "Block Punch," or "Ask Question." (See page 6 for more about Icons.)

A Fork in the Tale is also a comedy that gives you the power to control the number of laughs by clicking on the Speech Icons as they appear. The more Speech Icons you click on, the more comedy you will hear.

To get started playing *A Fork in the Tale*, just select "New Game" from the Main Screen. You will automatically begin playing a new game. (If you experience any video or audio problems, see the README.TXT file and Options section of the Main Screen chapter on page 14). You will quickly realize that everything happens at lightning speed in *A Fork in the Tale*. It is important to remember that every decision you make will have an impact on the game play—even doing nothing has consequences.

Don't be surprised if you are a little confused at first. Remember, you have just been shot and transported to another dimension. The strange inhabitants of Eseveron are not going to come right out and explain the mystery of why you are here and how you can get back home. It's your job to figure this out through your conversations and actions. Therefore, it is extremely important to pay close attention to everything you see and hear.

Remember what has worked in certain situations. Was it your sarcastic reply? Was it clicking on a certain object? Watch the Scoring Indicators at the top of the screen (see page 17). What was it that gave you another point? The longer you play, the more clear the story becomes.

Icons

There are two types of icons in *A Fork in the Tale*: Action and Speech. As you play the game, you will quickly become familiar with all of the Action and Speech Icons and learn to use them to your advantage. Don't be afraid to click on the wrong Icon. You will always be rewarded with one of the many lines of comedy when you do. The game won't let you lose—it may just take a little longer to win.

Action Icons

Clicking on an Action Icon enables you to move about, look at objects, or even grab them. Most of the Action Icons are self explanatory. For example:



Move right.



Turn around.

Below, are some of the Action Icons that are not as easily recognizable.



Grab an object.



Punch.



Look closely at an area.



Jump while fighting.



Block opponent's punches.



Duck while fighting.

Speech Icons

Each major character you encounter throughout the story will reward you with magical objects or other clues if you converse with them successfully. Speech Icons enable you to choose the types of questions, answers, or statements you make during these conversations.

You will know you have been unsuccessful in conversations because you will keep returning to the same encounter. Try something different and see how the outcome changes. Making a wrong choice is better than no choice because you will always get another chance.

The Speech Icons are depicted by the animated image of a man at the bottom of the screen. This image changes with each type of statement. For example, nodding the head for “Yes”, or shaking the head for “No.” There are many Speech Icons, but the ones shown on the right are used most frequently throughout the game.

Consult the AnyRiver web site for more information on the Icons at www.anyriver.com.



*Answer questions or
make statements.*



Ask questions.



*Express surprise or
excitement.*



Make a humorous remark.



*Express anger or
make a threatening
statement.*



*Recall memory items
that you have previously
collected.*



*Express a thought only
you can hear.*

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In addition to the seven most common Speech Icons, the following icons are also used, although they appear less frequently throughout the game.



Polite request.



Forceful demand.



Forceful or angry refusal.



Polite decline.



Helpful offer.



Yes or accept.



Lie or exaggerate.



Hello or goodbye.



Thank or express gratitude.



Plead for mercy.



Get a grip.



Flirtatious remark.

Cursors

The cursor in *A Fork in the Tale* is represented on the screen by the image of a hand. The following describes how this image changes in certain situations:

- A pointing hand indicates that there are actions available to click on.
- Clapsed hands indicate that no actions are currently available (i.e., wait).
- A slowly relaxing pointing hand indicates that time to take action is running out (i.e., click on something quickly).
- “Thumbs down” indicates that your attempt to click on something has failed (i.e., you missed or were too late).
- A pointing hand accompanied by a yellow splash on the screen indicates that you successfully clicked on something.
- An open hand and forearm appears when you must complete a spell pattern or work through a pattern puzzle.

Magical Objects

There are a number of Magical Objects that you acquire throughout the game. As you acquire them, an inventory of the objects appears in the lower-left corner of the screen. To use an object, click on it. If the object is "charged", then it is immediately ready for use. If it is not charged, you will be required to re-charge the object by correctly performing the gesture you learned when you first acquired it.

Magical Objects gradually lose their charge as you use them. When the object has lost its charge, it will leave your hand and return to the inventory. In the Visitor difficulty level, your magical object will need to be re-charged after six uses. (See page 15 for more information on difficulty levels.) To re-charge it, just click on the object in the inventory. In Competitor and Hero levels, your object will need to be re-charged after twelve and six uses respectively. Clicking on the object and performing the gesture again will enable you to continue to use it.

You may lose a Magical Object as well. When that happens, it will disappear from the inventory. To continue successfully in the game, you may need to find a way to recover the object.

Main Screen

The Main Screen appears each time you launch *A Fork in the Tale*. It can also be accessed at any time while playing the game by pressing the ESC key. To access one of the options on the Main Screen, simply click on it.



Continue

Resumes play of your current game.

New Game

Begins a new game of *A Fork in the Tale*.

Load Game

Enables you to open a saved game.

Save Game

Enables you to save a game at any point.

Difficulty

Enables you to change the Difficulty settings for your game. There are three Difficulty levels: Visitor, Competitor, and Hero.

These settings can be changed at anytime during the game. For more information on Difficulty levels, see page 15.

Options

Enables you to change the settings for Video Mode, and Volume. The game automatically defaults to DirectX in the Video Mode. If you are having any problems with the video quality, you may need to change the Video setting. If the video pauses or becomes out of sync with the audio, then change the setting to Low Resolution. If the graphics flicker over the video, then change the setting to the Compatibility Mode.

The Volume control is divided into Wave and Midi. Wave is the majority of the soundtrack to the game, including the dialog and music. Midi refers to special sound effects, such as the Entropy Tracker. You may want to experiment with these controls to find the settings you like best. Note: These settings are designed to allow you to control the mix of soundtrack and Midi sound effects. The overall volume should be adjusted through your speakers or in Windows® 95.

Quit

Exits *A Fork in the Tale* and returns you to the Windows® 95 desktop.

Difficulty Levels

There are three difficulty levels in *A Fork in the Tale*: Visitor, Competitor, and Hero. The difficulty levels keep the game challenging as you become more skilled.

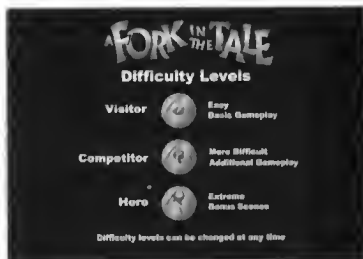
Visitor

Visitor is the easiest level. At

Visitor, there are fewer steps required to complete a task and fewer navigational choices. In addition, if you fail to complete a task, the game will let you proceed after a small number of attempts. For example, you are required to do something in the opening scene of the game. If you fail to do so in Visitor mode, you will end up in the hospital only one time before being allowed to proceed.

Competitor

The game defaults to Competitor when a new game is selected. The Competitor level is more difficult than Visitor. The puzzles are more complex, there are more navigational choices, and regular completion of tasks is required before the game will allow you to proceed.



Hero

Hero is the most difficult level. In the Hero level, you will not be allowed to proceed until you complete a task. For example, in the opening scene of the game, you will keep finding yourself back in the hospital until you complete the required task. Hero also contains a number of bonus scenes not found in the other levels.

Changing Difficulty Settings

If you find that your current game is too difficult or too easy, you can change the setting at any time. To do this:

1. Press ESC to reach the Main Screen.
2. Click on Difficulty.
3. Click on the desired difficulty level.
4. Click on OK.
5. Click on Continue in the Main Screen.

Keyboard Commands

There are two keyboard commands in the game: SPACE bar and ESC. Pressing the SPACE bar at any time will automatically pause the game. To resume, just press the SPACE bar again.

Pressing the ESC key automatically brings you back to the Main Screen, where you can choose from any of the commands on that screen. To return to the game, just click on the Continue button.

Scoring Indicators

Action scenes always work toward a goal, such as getting off the beach, obtaining an answer, or knocking out an opponent. Scoring Indicators, which show your progress toward the goal, appear on the upper-left corner of the screen during these scenes. When you are engaged in a fight, your opponent's indicators will appear in the upper-right corner.

As you complete a step toward the goal, the next Scoring Indicator will be filled in, and a brief message will appear showing the goal. Failure to perform tasks may cause you to be sent back to the ocean where you must find your way back.

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The indicators may appear in one of four colors, each reflecting a different level of game play. Green is the first level, followed in order by Red, Yellow, and White. In cases where there is only one level, White will be used.



This scoring symbol indicates completion of a step toward achieving a goal, such as asking the right question. Once all the stars have been filled in, you are able to advance.



This scoring symbol is used to indicate failure or knockout count. There are no corresponding color levels for this graphic.



This scoring symbol indicates the energy level of you and your opponent when fighting. As your energy level declines, the lightning bolts become empty.

GAME TIPS

- *A Fork in the Tale* is a mystery that must be solved. Solving the mystery means being successful in action scenes, such as fights or other challenges. If you are defeated, you will keep returning until you are successful.

- The key to solving conversation puzzles is determining what attitude and which movements on your part will work against your antagonist. You must be successful in conversations to progress. You will know you are unsuccessful because you will keep getting a chance to converse again.
- Make a choice by clicking on an Icon even if you are not sure it is the right thing to do. You will learn what to do. If you do not make a choice, the game will make one for you—and you may not like it.
- Occasionally a cloud will float by, indicating that you can remember a person or object. Be sure to click on this so that you can ask about it later.
- Many action sequences, such as the horses on the beach, seem like mazes but they are not. They are generated randomly, and are best solved by watching the video closely and deciding which way to go.
- It is a good idea to save games frequently, particularly before entering or exploring a new area. You can then go back and replay the game if you want to choose a different path.

For more information, check the Game Tips area of the AnyRiver Entertainment web site at www.anyriver.com.

CUSTOMER SUPPORT

If you are experiencing any problems running *A Fork in the Tale*, please refer to the README.TXT file. You can also find information and answers to Frequently Asked Questions (FAQs) online at: www.anyriver.com. If you are still unable to solve the problem, call AnyRiver Customer Support Monday through Friday, 9:00 a.m. to 6:00 p.m. PST.

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CD Replacement

If any CD supplied with *A Fork in the Tale* fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective CD together with a dated proof of purchase to AnyRiver Entertainment at the address above.

AnyRiver will replace the failed CD(s) free of charge during the 90 day warranty period, and for a fee of \$10.00 (check or money order payable to AnyRiver Entertainment) after the warranty period. This policy applies to the original purchaser only. Please see the License and Warranty enclosed with the *A Fork in the Tale* box for complete details.

CREDITS

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A Fork in the Tale

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Caroleen Green

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Live Sound Recording

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Costumes

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J.R. Beardsley, R. Randall Miller

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Craig Close

Cast

<i>The Protagonist (Your Voice)</i>	Rob Schneider	<i>Arisar's Son</i>	Eric Newton
<i>Naranya</i>	Catherine Goodman	<i>Dungeon Guards</i>	Craig Close, Eric Flom, R. Randall Miller, Mark Vanslow
<i>Andre Conlin</i>	Fred Barson	<i>Voice of the "Rules"</i>	
<i>King</i>	Brian Vouglas	<i>Dungeon Guard</i>	Joe Louis Hoffman
<i>Jim Cage</i>	Steve Lee	<i>Castle Architect's Voice</i>	Mark Springer
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<i>Bodyguard</i>	Mark Vanslow		
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A Fork in the Tale

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“

The world is doomed and it's all my fault.
Oh well. What are you gonna do?

”

Rob Schneider (Voice of the Hero),
A Fork in the Tale

